

Anthony Scarangelo

scarangelo.a@northeastern.edu | 917-284-2994

ascarangelo.github.io | github.com/ascarangelo

Graduating **May 2021**

PROJECTS

Augmented Reality Proof of Concept (C#) August 2020

- An educational tool for biology students built for mobile devices
- Players create and combine molecules with a drag and drop puzzle system
- Uses Vuforia augmented reality interface

Bone Throne (C++) April 2020

- A top down roguelike action game set in a cartoonish wild west desert
- Developed a unique component-based game engine, used SDL2 for rendering

Come on Blue! (Scala, Java) November – December 2019

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Applies Scala XML parsing to gather information about strike zone dimensions and pitch location

Rear Pew Mirror (C#) April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

Livestream Defense Scheme (C#) January 2019

- Created a Twitch integrated game in which the player must defend his house with household items
- Livestream viewers can type “!join” in chat to be added as a computer-controlled enemy

WORK EXPERIENCE

AdSmart Data Engineer Co-op, NBCUniversal, New York, NY July – December 2019

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter data
- Created a checkpointing system which utilizes S3 buckets to maximize program efficiency

CORE Studio Intern, Thornton Tomasetti, New York, NY July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed a new user interface to improve app organization and usability
- Implemented Amazon Rekognition API to dynamically label photos for better organization

COMPUTER KNOWLEDGE

Languages: Java, Scala, C#, C++, Spark SQL, C, Lua, Typescript, HTML, CSS, PHP

Systems: Windows 8/10, Linux, macOS

Software: Unity, Git, Docker, Jenkins, IntelliJ, Visual Studio, PuTTY

EDUCATION

Northeastern University, Boston, MA 2017 – Present

Candidate for a Bachelor of Science in Computer Science and Game Design

GPA: 3.7/4.0

INTERESTS

Baseball, Trumpet, Esports, Theatre, Video games